PS169

PlayStation

NTSC U/C

PlayStation

HERC'S ADVENTURES™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00298
6503502

LUCAS Arts

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

HOW TO CONTACT US

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U. S. – If you need a hint, you may call our automated Hint Line. This service costs .95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have your parent's permission to call. The number is 1-900-740-JEDI (1-900-740-5334). The option to speak with a live Hint Operator is also available from this number. (Average call length is 3 minutes)

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LucasArts Web Site (www.lucasarts.com)

You can reach us through the Technical Support section of the LucasArts Web Site (www.lucasarts.com). From there, you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

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You can send e-mail to ID# 75300,454 or post a message in the LucasArts section of the Game Publishers Forum A. To get there GO GAMAPUB

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Technical Support Phone Number

This number is for Technical assistance only. Hints will not be given out over the Technical Support line.
If you need technical assistance, please don't hesitate to contact us. For your convenience, if you cannot get through to a representative by phone and you have access to a fax machine or any of our online areas, please consider contacting us through one of these alternative means.

You can reach our Technical Support department by calling 1-(415) 507-4545. We are available to help you Monday-Thursday from 8:30 AM-5:30 PM and on Friday from 8:30 AM-4:30 PM (Pacific Standard Time).

Technical Support Fax

For your convenience, we also offer the option of faxing us with your Technical questions at 1-(415) 507-0300.

Technical Support Mailing Address

LucasArts Entertainment
P.O. Box 10307
San Rafael, CA 94912
Attn: Product Support

HERC'S ADVENTURES™

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THE WORLD ACCORDING TO HERC

Hey, here we are in ancient Greece, and it's a great place to live...the land is fertile, flowers are blooming, the grape is on the vine, the people are healthy. Everywhere you look there are tanned, buff hunks and bodacious babes wearing minimal clothing. It's kind of like Southern California with better architecture and no traffic. At least it used to be great...until Hades, the god of the dead, went and kidnapped Persephone, the goddess of spring and new growth. With Persephone locked away in the Underworld, the crops are dying, monsters roam the land, wars are breaking out, and the water doesn't taste so good. Strange omens have been seen in the skies, and no one knows how to make a decent gyro anymore. But don't despair...Zeus, the king of the gods, is sending help. We happen to have three local heroes, Hercules, Atlanta, and Jason, any one of whom can handle the job...with a little help along the way from gods, goddesses, and YOU!

MERE SUPER-MORTALS: CHOOSE YOUR HERO

Each of the three heroes has special abilities...try playing each one to see which you prefer. If you are playing two player, experiment with different combinations to see which pair can get through the fastest.

Herc, your basic strong guy

He's handsome, he's brave, and he doesn't bruise easily. He is so strong, he can lift houses and boulders, but he's not too swift...that is, he can't move really quickly. He's also really good at fighting close-in, but not so hot on distance fighting. His special attack is the club throw.

Atlanta the Swift

She's spunky, she's uppity, she's well-armed. She can run for a really long time without tiring very much. She's not so good on close-in fighting, and not as strong as the guys, but her arrows give her great efficiency in distance fighting. Her special attack is the arrow barrage–it's devastatingly powerful, but has to be carefully aimed.

Jason the Agile

He's still young, but has a great future ahead of him in the hero business. Jason's skills lay somewhere between those of Atlanta and Hercules...he has medium strength and endurance when running. His close-in fighting skills are the best of the three heroes, but he's not as skilled at a distance. His special attack is the slingshot, which gains power the longer he spins it.

STARTING UP

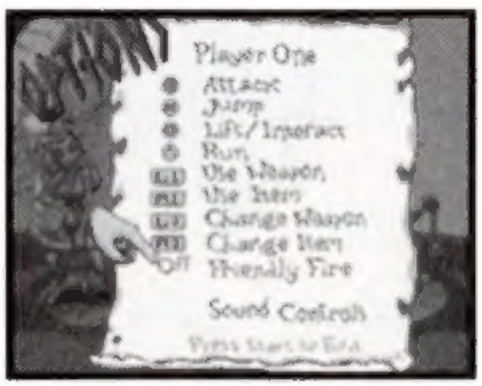
1. Set up your PlayStation game console according to the Instruction Manual.

2. Insert the Herc's Adventures™ disc and close the Disc cover.

3. After you see the opening scene (which you can skip by pressing the Start button or the X button when you play the game again), you will be looking at the Herc's Adventures TITLE SCREEN.

4. Press the Direction Buttons on your controller up or down to mark your selection. Then press the X button to activate. (Press the △ button to back out of any menu.)

5. To begin select NEW GAME from the MAIN MENU. If this is your first time, you won't have a saved game to load, but you may want to look at the options, which allow you to configure the buttons on your controller (see next page). Then you can use the Start button again to escape and choose New Game to continue.



You will then be asked to choose a character: Hercules, Atlanta, or Jason. Once you have chosen your character, press the Start button once more to begin to play.

THE CONSOLE CONTROLLER

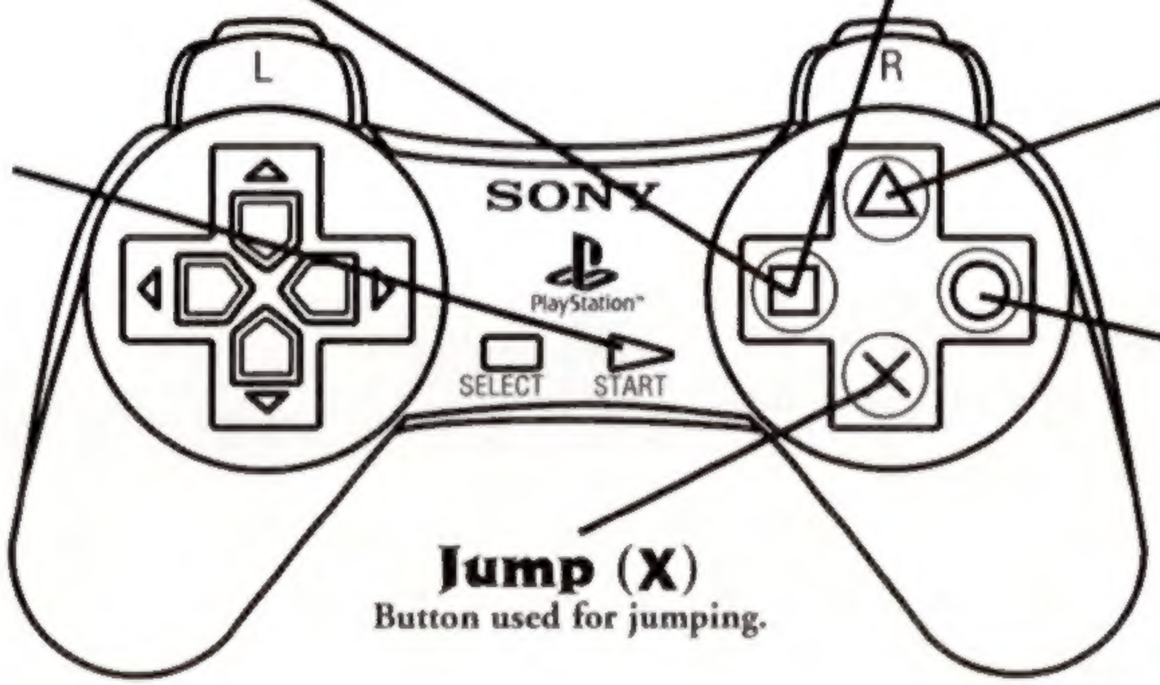
The following controls are based on the default options settings. Your controls will be different if you've chosen another configuration in the Options menu.

Attack (□)
Button used for your character's standard attack.

Special Attack (□ + HELD DOWN)
Button for using your special attack

Start
Button used for pausing game and bringing up the map.

Run (△)
Button for running.

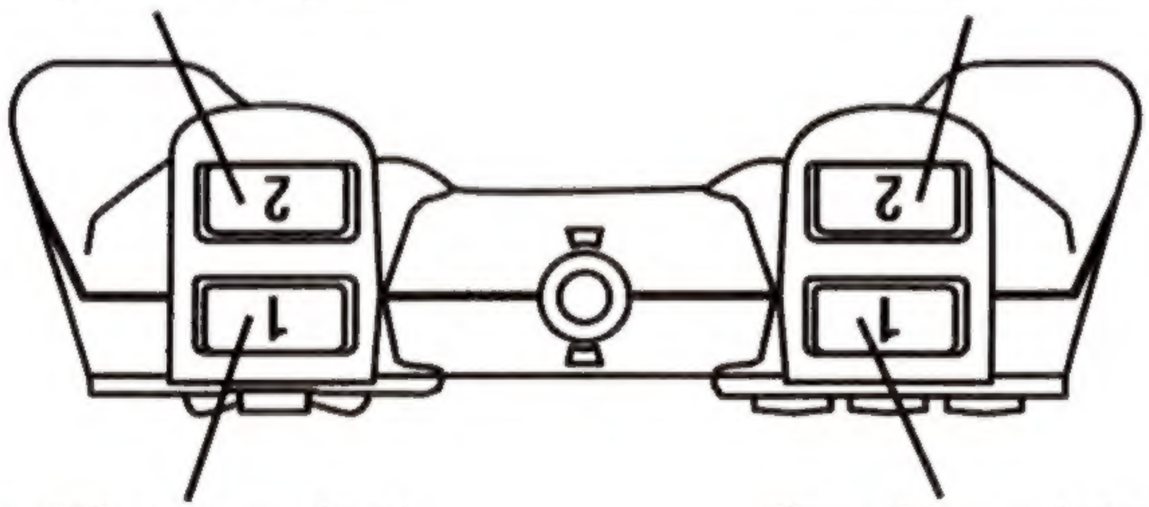


Lift/Interact (○)
Button used for lifting objects and talking/trading with townspeople.

Jump (X)
Button used for jumping.

Change Weapon (L2)
Button used for cycling through available weapons.

Change Item (R2)
Button used for cycling through available special items.

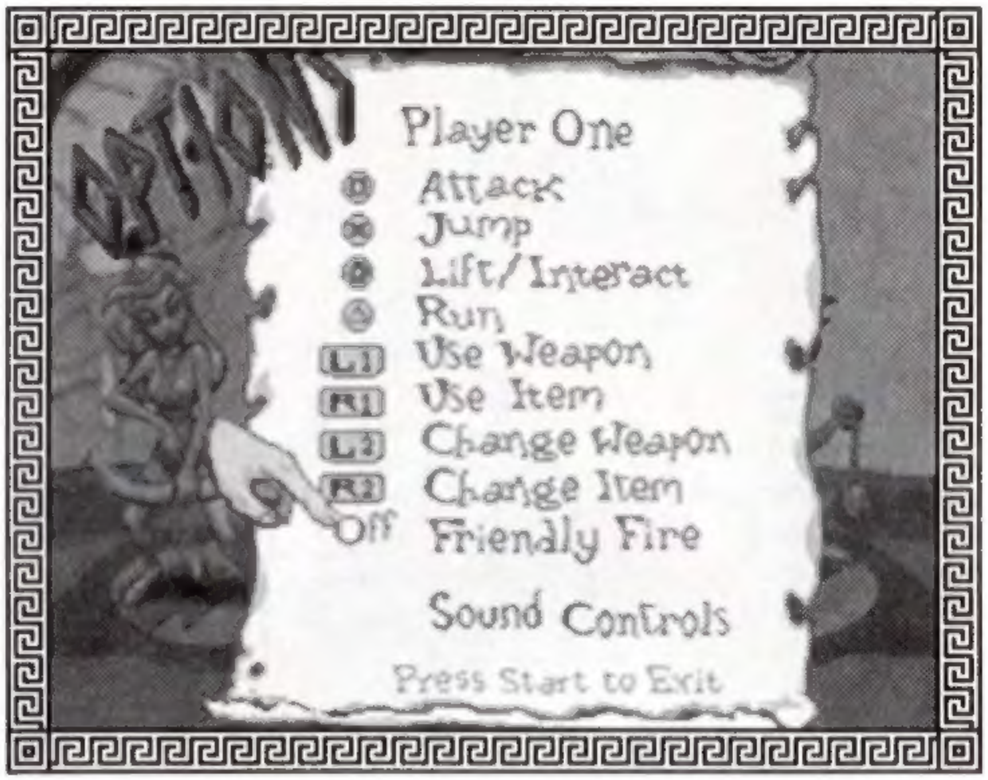


Use Weapon (L1)
Button for using your special weapons.

Use Item (R1)
Button for using a special item.

SETTING GAME OPTIONS

Options



All settings (except for Sound Controls) are independent for Player One and Player Two. Move the directional pad left/right to toggle between Player One and Player Two's settings. To configure your controller, press the button you wish to assign for that action to select it. Press the START button to exit the Options screen. Settings are saved when you make a save game, and restored when you load a save game. Also, sound settings in your first save game slot will be loaded automatically any time you turn on your PlayStation with a memory card in slot 1. One block on your memory card is required for five saved games.

Friendly Fire

In two-player mode, this allows you to toggle whether or not weapons used by your partner cause damage to you. Move the directional pad left/right to toggle this setting.

Sound Controls

Press the **X** button to bring up the Sound Controls screen where you can change the following options:

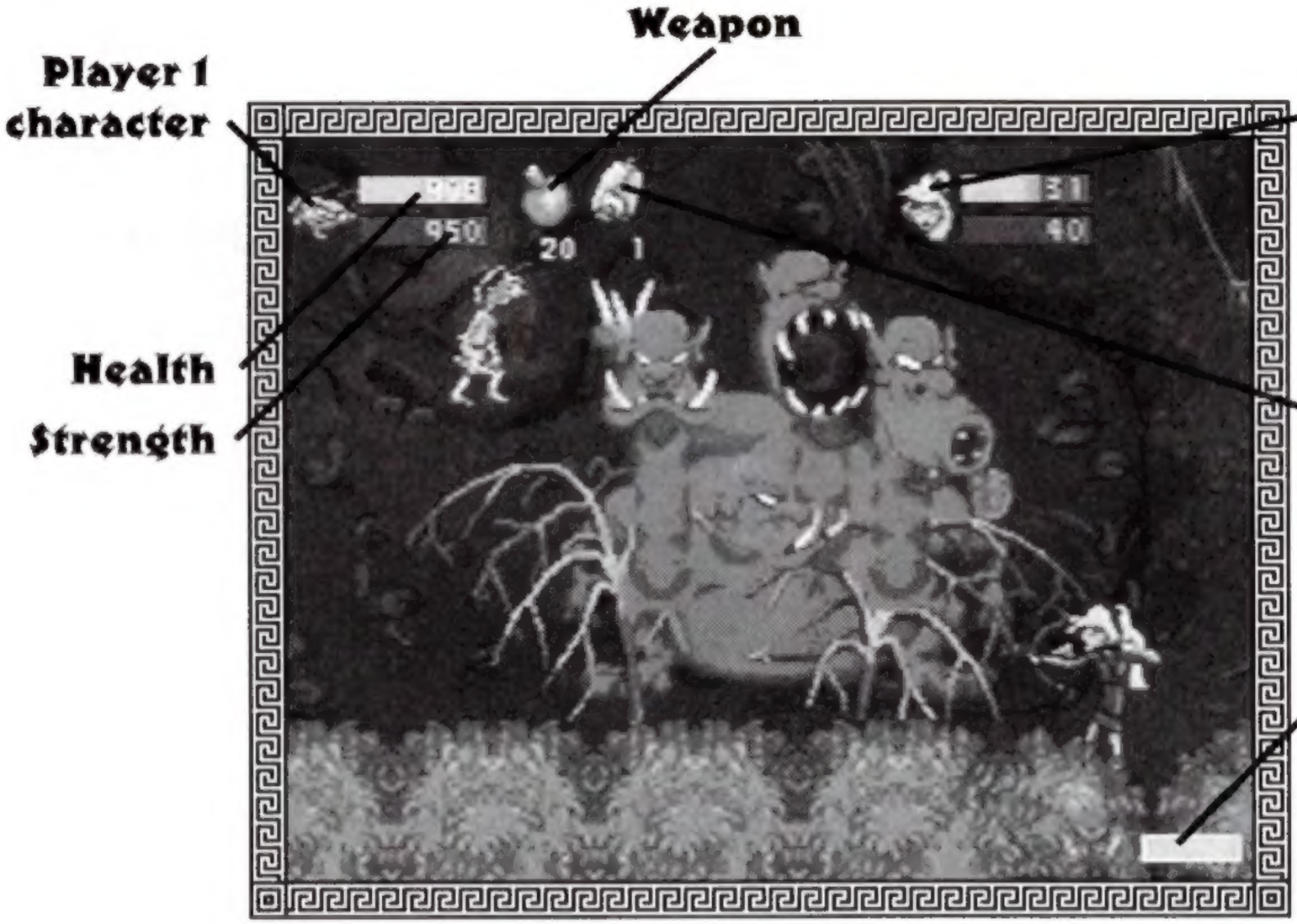
- F/X - Move left/right on the directional pad to adjust the volume of sound effects.
- Music - Move left/right on the directional pad to adjust the volume of the music.
- Stereo/Mono - Toggles whether background music is played in stereo or monaural sound.

Save Games

During your quest to save Persephone, you'll intermittently encounter scribes who are willing to record the status of your journey for a drachma or two. To save a game, move next to the scribe and press the **O** button. This will bring up a save game balloon, with a listing of available slots. Select a slot by moving your directional pad up or down, and press the START button or **X** button to make your selection. Select CANCEL if you decide not to make a save game (it'll still cost you money – the scribes are stingy when it comes to bothering them). Save games can only be made on a memory card that is inserted in slot 1.

To load a save game, go to the LOAD GAME option in the MAIN MENU. Select the saved game you wish to load and press the START or **X** button.

PLAYING THE GAME



Onscreen Features

Health

The yellow bar at top left shows your health (how much life energy your character has)... this can be replenished by eating gyros (see Power-ups) or finding a magic pool. You can also increase health potential by picking up hearts. The Tough Guy will sell you increased health potential at the rate of 20 health points per payment. For example, if your character has a health of 70, and you pay the Tough Guy, your health potential increases to 90.

Strength

The blue bar at top left shows your strength...it represents available stamina for tasks including running and lifting objects. You will notice it starts going down when you pick up and carry an object, and starts to go back up after you've thrown the object away. It takes at least 10 strength points to pick up any object. Heavier objects require a higher

strength potential. Strength diminishes as you run or carry something around, but replenishes when you don't. You can increase your strength potential by picking up dumbbells (see Power-Ups). The Muscle Man will sell increased strength potential at the rate of 20 strength points per payment. For example, if your character has a strength of 70, and you pay the Muscle Man, your strength potential increases to 90.

Weapon
The icon to the immediate right of the health and strength bars show your current available weapon. This weapon is activated with the use weapon button (**L1**)...you cycle through your weapons by pressing the change weapon button (**L2**) on the top of your controller.

Special Item - The icon to the right of the weapon icon is the special item currently available to you...this may be a magic potion, a decoy to delay your enemies, a special weapon...whatever it is, push the use item button (**R1**) to use it...cycle your items by pressing the change item button (**R2**) on the top of your controller.

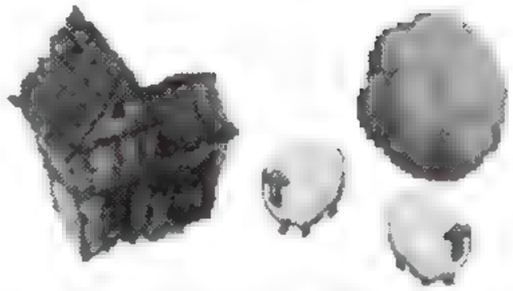
Enemy Boss Life Meter - Occasionally you will see a yellow bar appear in the lower right-hand part of the screen...this means you are about to encounter a powerful enemy boss. This bar is a life meter that represents the enemy boss' health. When the meter reaches empty and disappears, you have defeated the boss.

Special Attacks

Each character has a special attack...with Hercules it's the boomeranging club throw, with Atlanta it's the arrow barrage, and with Jason it's the slingshot. You can perform these attacks by holding down the attack button (□). With Herc and Jason, the longer you hold the button down, the more powerful the attack gets...with Atlanta, after holding down the button, you will see crosshairs that you can position to target her arrow barrage.

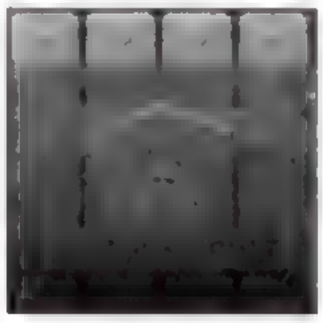
Points of Interest

Most of the time when playing **Herc's Adventures**, you will be going on quests for the gods. You will encounter a god, who will give you a task to perform...usually consisting of bringing back some object from a far away place. Along the way you will encounter various landscape features:



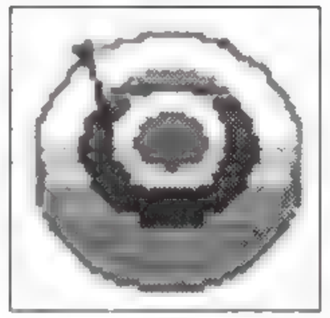
Houses, Boulders, Sheep, etc.

Things you can pick up and throw at enemies...sometimes they conceal Drachmas or other good stuff underneath.



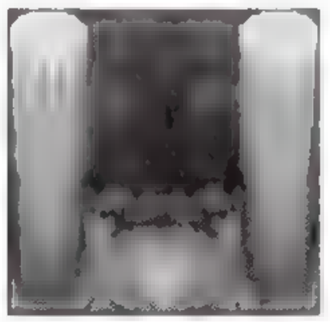
Doors.

These come in two varieties: plain doors that take generic keys, and special doors with letters on them. You will sometimes need to complete a task for a god before you get a special key.



Targets.

By hitting targets (in Atlanta's case, with the arrow barrage; in Herc or Jason's case, by throwing an object at them), you can get extra good stuff.



Bonus pedestals.

These will reward you with items (pictured on the pedestal) when you jump on them after completing certain tasks in the area. When a pedestal is activated, a horn will sound and your gift will appear on it.

In your travels through ancient Greece, you may occasionally encounter magic pools. These will either revive your health, or transform you so you can sneak into hard-to-reach places. If you are transformed, don't worry...the change wears off quickly. Throughout your quest, you will encounter various people selling things...you may want to buy these goods if you have enough Drachmas or trade goods. You can engage in trade with these folks by using the **O** button on your controller. Other people may have useful information if you approach them and press the **O** button on your controller.

Even a super-mortal like your character may eventually die...but in Herc's world, that's not necessarily the end. You can die up to four more times and still be revived...but each time, you wake up in the Underworld, surrounded by hostile skeletons, and you're a little farther from the exit. What's more, if you should be killed while in the Underworld, (although it doesn't count as one of your six lives), you lose 10 points off of your health potential. And, the sixth time your character dies, that's it. Game over.

KNOW YOUR DEITIES

As you journey through the world, you'll happen upon gods and goddesses (even Hades). Heed their advice (or warnings) well, as it is always a good rule to "appease the gods".

Zeus, king of the gods

He's wise, he's powerful, and he's on your side. The bad news is, since Hades is his brother, he can't give you a lot of personal help. The good news is, he's got a lot of other relatives who can't stand Hades and are more than willing to help you out...once you prove worthy.

Hades, lord of the Underworld

You'd probably be grouchy, too, if you had to spend all of your time in a dark smelly cave talking to dead people. Actually, Hades just wanted to go out on a date with Persephone, but his social skills are a little lacking, so he kidnapped her instead (besides, he knew it really would cheese off big brother Zeus). Now he's locked her in the Underworld, won't give her back, and is sending out a bunch of his skeleton soldiers and monsters to keep people away. This guy needs to seriously cut back on his coffee.

Hera, queen of the gods

Zeus may not be the most perfect husband (where do you think all those relatives came from?), but he's a lot better than his brother. Hera has had more than one party spoiled by Hades showing up with his dead friends and scaring off her guests. She doesn't normally have that much to do with mortals, but she really wants to bug Hades, so she'll let you have her key to see Poseidon (an "H" key)...if you can locate and retrieve Io, the cow, for her.

Poseidon, king of the sea

Zeus' other brother. You know what a pain it can be to have a know-it-all older brother...It's even worse to have a nasty-tempered kid brother who's always playing with dead things, so Poseidon has a big grudge against Hades. You'll need to get on Poseidon's good side if you want to get to any of the islands around Greece...better bring him the head of the Minotaur–that's also how you'll get a "P" key.

CONTINUED --

Dionysus, god of wine

Dionysus is basically a good-natured guy, but he doesn't like it when he's out of wine. So if you'll take care of that multi-headed Hydra thing for him and get him some more grapes, he'll not only give you a "D" key, but turn you on to some first-rate vino.

Athena, goddess of war

Athena is usually the beautiful and graceful goddess of wisdom as well, but you've caught her on a bad hair day. If she's going to help you battle Hades, Athena has to know that you can take the flak, so prove your mettle (and get her "A" key) by taking out the Medusa and bringing back her head as proof.

KNOW YOUR

Anytime during the game you can press the Start button. Doing so will both pause and where your character is at present. Here are some of the highlights of our heroes' successfully rescue Persephone (and win the game). Pressing the select button while the return to the MAIN MENU. Also, you can return to MAIN MENU at any point during play

The Edge-
As if the Gorgon wasn't bad enough, this is the end of the world. Watch where you step or you'll fall off.

Skeleton 'Hood-
Just Hades' way of saying, "Howdy!" Hang with them bones.

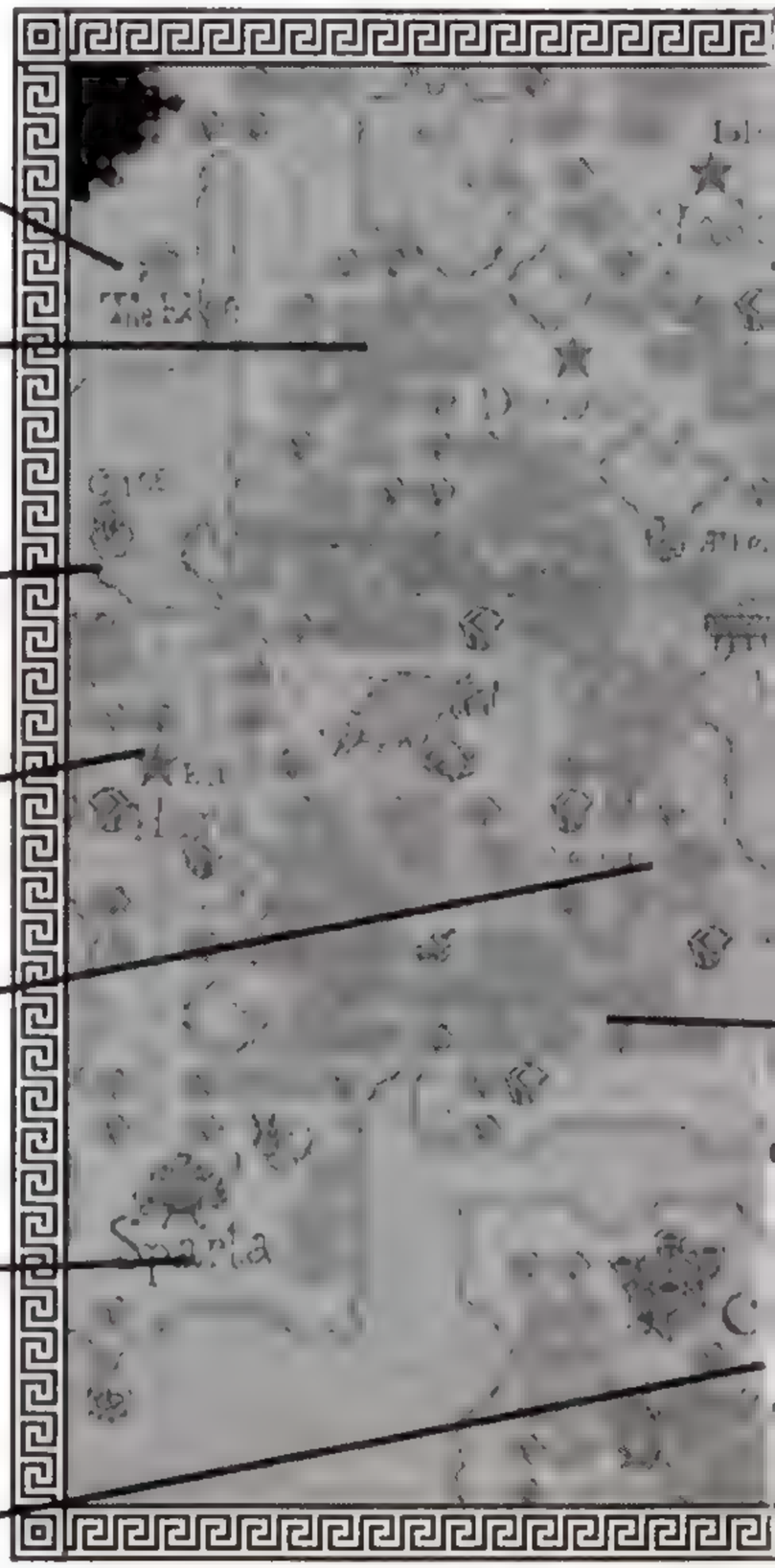
Circe's Island-
Many women say that men are pigs. This sorceress does something about it.

Elis-
Home of the goddess Hera, Zeus' wife. Also where the athletes go to train for the Olympics.

Lerna-
Where the Hydra hides.

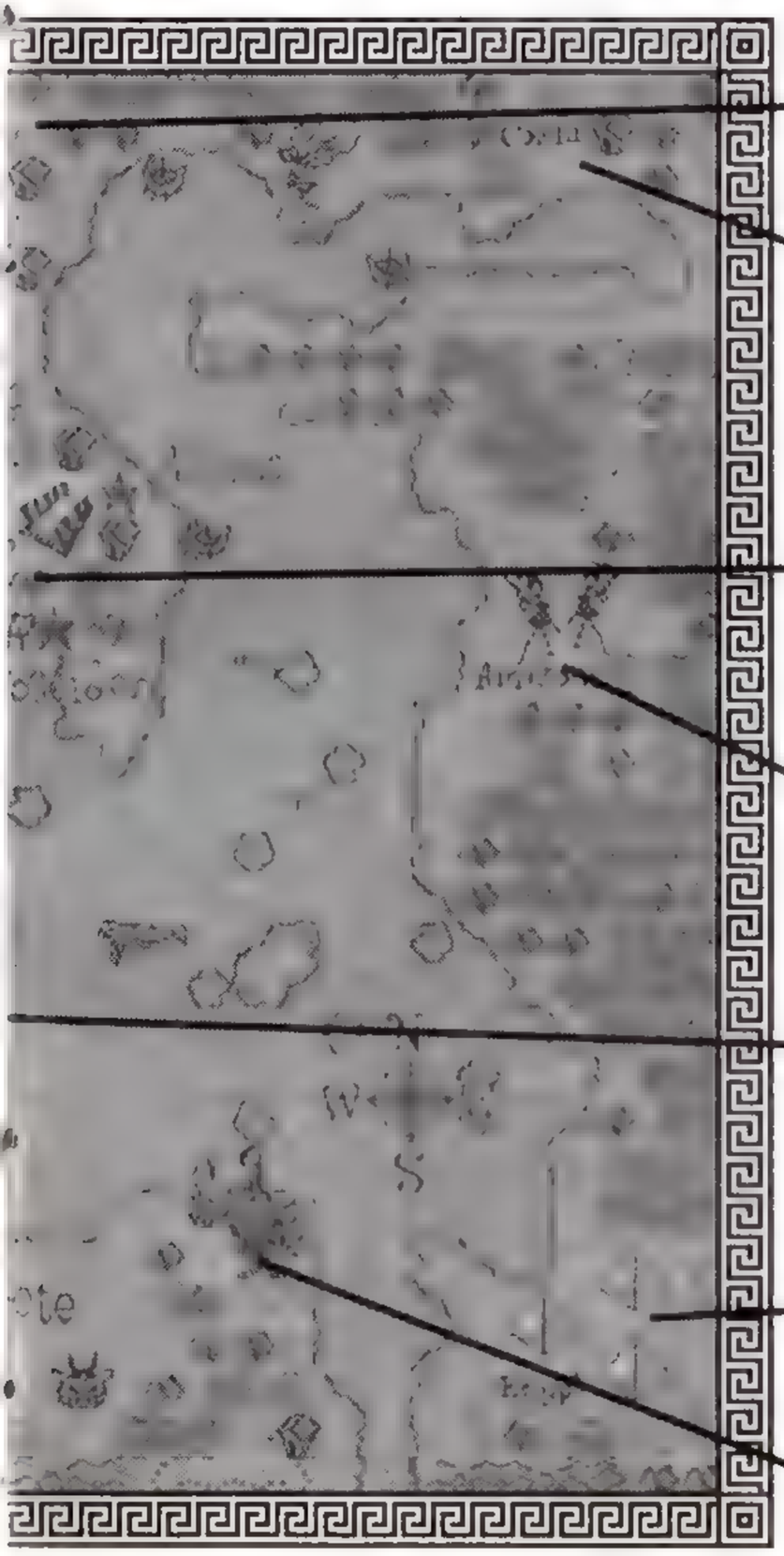
Sparta-
So what do you expect, refrigerator repairmen? It's soldiers... lots and lots of soldiers, and none of them are on your side. And what are they guarding?...A cow?!

Knossos and The Labyrinth of Crete-
Constructed by the great inventor Daedalus to imprison the Minotaur. Needless to say, Mr. Bullhead is not too happy about being there, and you're his target of choice.



GEOGRAPHY

your game and bring up the map, which will show you the world of Herc's Adventures travels through the ancient world. You will need to visit all of them eventually to game is PAUSED will bring up a menu that allows you to quit your current game and by holding down the Select button and then holding down the Start button for two seconds.



Iolcus-
This is where you'll find Hades' temple...beware.

Colchis-
Land of the Golden Fleece (source of the world's most expensive ski mittens) and Argos, a really big snake.

Athens-
Home of Athena...it's the most civilized part of Greece, but since she's goddess of war, don't be surprised if you run into a few soldiers nearby. Oh, and that pesky prophetess, Cassandra, hangs out around here.

Amazons-
Very angry women with dangerous weapons. Not a good place for a vacation.

Land of the Cyclops-
Where one-eyed giants throw rocks at you, and try to eat you. What a way to start your adventure...

Egypt-
Home to the pyramids, the Sphinx, and other wacky "sightings"!

Talos Exhibition-
Since he's a marvel of ancient Greek technology, you'll have to pay to get in. Then he beats you up.

KNOW YOUR FRIENDS

Scribes- They will record your journey...for a small fee.

Townspeople- These citizens frequently have useful items for sale, or may provide clues for your quest.

Mr. Muscle Man- Look for this fitness guru...for a few gold drachma pieces, he'll help you to increase your strength.

Mr. Tough Guy- Find this energetic citizen and he'll toughen you up, increasing your health potential.

Gyro Vendor- He'll whip you up one of these tasty treats and restore your health and stamina.

The Mathematician- He can be a useful guy. He knows all the right numbers.

KNOW YOUR ENEMIES

Regular Baddies

Skeletons- Basic grunt troops of Hades. They attack with swords. They're so determined, they can be decapitated and will still (occasionally) attack.

Cyclopes- Big, stupid, one-eyed giants. They throw boulders at you, and if you get too close, they pick you up and throw you down. Their report cards say, "Doesn't play well with others."

Soldiers- Whether they're working for Minos, Sparta, Colchis, or are just rogues, soldiers can be a pain. They attack with spears until you get rid of their armor. If you are not in range and soldiers are patrolling rather than attacking you, they will not attack unless you get close or attack them first.

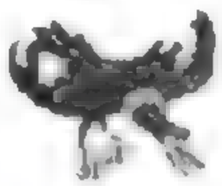
Cassandra- It's not really her fault, but everything she predicts comes true, and almost everything she predicts hurts you. It's a good idea to chase her far away.

Carnivorous Fish- Why it is not always safe to go swimming in the ocean. Once they spot you, the carnivorous fish will head right toward you to give you a Big Bite. And then they'll bite again. And again. And what's more, once you get into deep water, your weapons have no effect on them. They may even herd you into a corner and gang up on you.

Pan- A lesser deity who plays his pipes and makes you dance.

The Hag- She's pretty crazy, constantly pestering you...but don't turn your back on her.

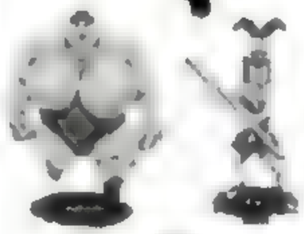
Tough Soldier- There's one in every crowd (of soldiers). He looks different than the other soldiers, he hits harder than the other soldiers, and you have to knock him over several times before he stays down.



Stymphalian Birds- They dive bomb you. They throw feathers at you. They're very annoying.

Baby Boar- Kill it before it grows up. (Actually it doesn't grow up, but even a little boar can be a pain).

Harpies- Ugly winged women that fly around and zap people with their piercing screams.



Amazons- Not the nice ones from Paradise Island. They'll poke you with their staffs and they squeeze really hard, too.

Wood Nymphs- They are gentle, lovely tree spirits, who just happen to be packing pistols...and you're their target.

Sea Nymphs- They pop up out of the water and blow bubbles at you. How cute. Except the bubbles follow you around. Then they explode. Then you get hurt.

The Thief- He'll rob you blind. Continually. You either have to run away or take him out...if you can.

Lamia (Snake Women)-
These baby-stealing vipers are so vicious, they'll drop anything to attack you.

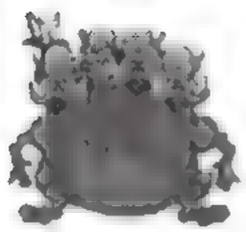
BOSSES-
The Creme de la Grim

Caldonian Boar- A big pig, and dangerous. Not only does it charge around, breaking down walls, it will actually eat you! You have to punch your way out! AND it's got lightning breath! What a boar!

Minotaur- When he's feeling like a bull, he'll charge at you, knock you down and poke you with his horns. When he's feeling like a man, he just throws his axe at you. What a choice.

Talos- A big hunk o'trouble. He'll thrash you, he'll bash you, he'll throw bombs at you, he'll turn you into Mediterranean sidewalk pizza.

Medusa- Not only does she have snakes for hair, but her gaze can turn you to stone. Not a nice date.



Hydra- Don't get too close to this swamp-loving monster. You've got to get rid of her head permanently... too bad she's got more than one!

The Big Snake- What a nasty critter. He'll run you down, then spit on you...maybe you need to approach this one a piece at a time.

Cerberus- Hades' watchdog. Three heads to bite you with. He knocks down pillars and he fires bolts of energy. And if you get him really mad, one of his heads explodes. Just calling him "Nice doggie" isn't gonna do the job.

WEAPONS

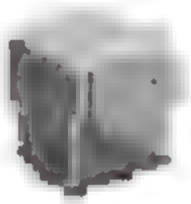
Garbage- A stinky weapon, but pieces of garbage are very light, so you can toss them away really quickly.

Spears- Just regular spears that do a fair amount of damage when thrown.

Pepper Breath- Does light damage and follows enemies.

Bombs- Similar to lightning bolts but not as powerful. Can be thrown over obstacles like walls to get those "hard-to reach" enemies.

Snowballs - Lightweight weapons to do minor damage and briefly freeze enemies.



Frosty Breath- Freezes enemies for a small period of time.

Tridents- Slower, but more powerful spears.

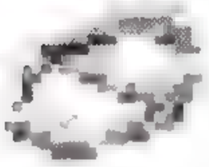
Zeus' Lightning Bolts- Very powerful, and they can have an "area" effect where they can hit more than one enemy.

Rock Spit- Allows your character to project streams of rocks very quickly from their mouth at enemies. Also known as "Demosthenes' Revenge."

The Evil Taboo- Shoot it and it shrinks whatever enemy you hit.

Flame Spears- A broad area flame bolt. Powerful...your enemies are toast.

Medusa Head- Turns people into stone. Very powerful.



Boar Traps- Drop them in your enemy's path to cause some major hurt.

SPECIAL ITEMS

Drachmas- Money. Allows you to buy other stuff, like spears and frogs, health and strength.

Inflatable Cows- Use these as decoys.

Pandora's Box- Incredibly powerful weapon that seeks out enemies and attacks them – will follow you for a short distance.

The Golden Fleece- A special, magical-object needed for your final quest and to rescue Persephone.

Magic Potion- This can have a bad effect on you...or a good effect, depending on how you feel about swinish behavior.

Hawks- They'll fly around and distract your enemies.

Frogs- They'll hop around and distract your enemies.

POWER-UPS

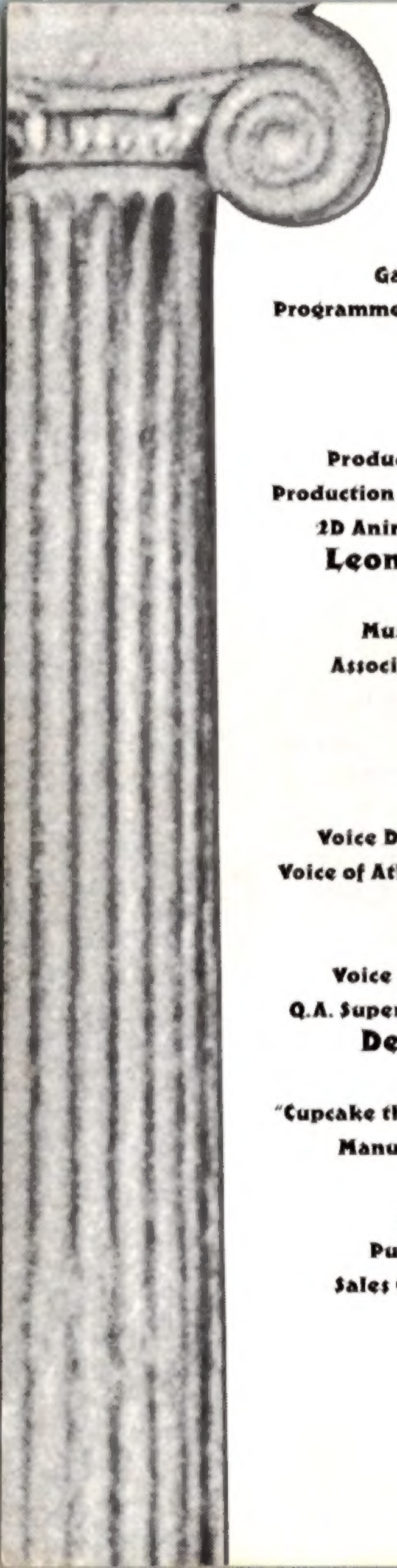
Gyro- This tasty treat will restore some of your health and strength.

Heart$- These will increase the amount of health potential you're allotted, as well as heal your wounds.

Dumbbell- This will increase the amount of strength potential you're allotted.

STRATEGY TIPS

1. Atlanta can't pick up houses when the game starts, but she can run faster and longer than anyone else. You'll have to increase her strength potential before she can pick up things like houses. Additionally, all characters can hit targets they come upon with some weapon, and they'll get money or a bonus of some kind when they do.
2. Conserve your resources...particularly money. If you spend all your Drachmas on spears and frogs at the beginning of the game, you may not be able to purchase the necessary gyros to defeat a really tough Boss later on.
3. Vehicles and catapults that take you from one part of the world to another may not always take you exactly where you want to go...it may be a one-way trip so procceed with caution.
4. The scribes who let you save a game are scattered sparsely throughout the game... so use them when you find them. Remember their location, so you can run back and save if you need to.
5. Use the map frequently...there may be more than one way to get where you are going. On the other hand, it is also a good idea to explore the territory where you are thoroughly...there are some places you can only approach from one direction.
6. Different strategies work with different Bosses. Try a variety of weapons and techniques until you find the ones that work best. Bear in mind that Bosses have their own magical powers, and occasionally weapons that are very powerful elsewhere may not be as great against certain Bosses.



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Very Special Thanks

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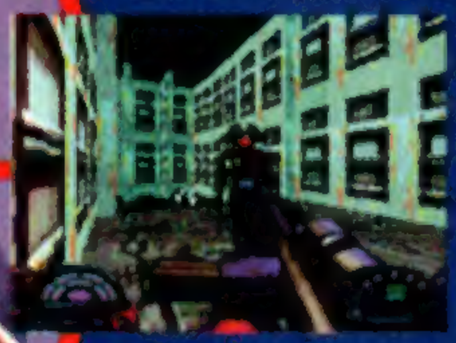

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